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MZEF
Hanskr

BOOK OF

Chess Problems

BY

JOHN K. HANSHEW

DUBUQUE, IOWA.

PUBLISHED BY

O. A. BROWNSON, Jr.

1874.

PUBLIC LIBRARY

JOHN K. HANSHEW,

EDITOR OF THE

Maryland Chess Review.

P. O. BOX 582,

FREDERICK, - MARYLAND.

JOHN K. HANSHEW.

John K. Hanshew was born in Frederick, Maryland, January 5th, 1847.

At the Frederick County College young Hanshew was noted for his mathematical talent; but, while deeply engaged in Algebra and Geometry, the battles of South Mountain and Antietam caused so many wounded to be brought into Frederick City that the school buildings were all taken for hospital purposes; thus suddenly ended his school days. Soon afterward Mr. Hanshew went to the office of the *Frederick Examiner* to learn the art of printing, where he faithfully served his apprenticeship, investing all his surplus earnings in type, so that when he assumed the editorship of the *Maryland Chess Review*, now so favorably known all over the chess world, his printing office needed only the addition of chess and checker type to make it complete.

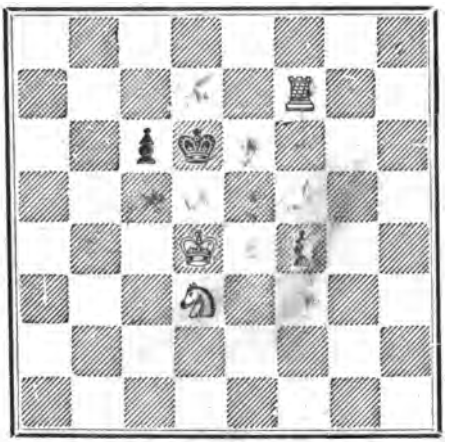
Mr. Hanshew is a musician, and has traveled with several Minstrel and Theatrical troupes in the capacity of pianist.

During the summer of 1870, he learned the moves at chess from a school mate, with whom he contested many games, in which the chief aim of the players was to capture the opponent's pieces, check-mate being as yet a mystery to them. Not long afterward he procured a small work on chess, from which he got some idea of the openings and endings of *games at chess.* His friend left the city in October, and having no one with whom to contend, Mr. Hanshew turned his attention to problems, with such application that he composed his first problem on the 21st of November. A few more problems followed, when he laid chess aside to attend to his professional engagements during the winter of 1870–1.

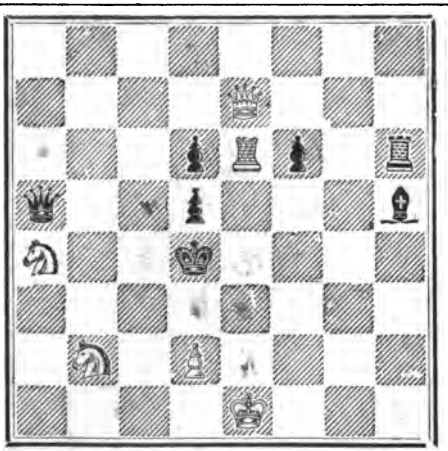
Hearing of the *Dubuque Chess Journal*, Mr. H. immediately subscribed, and at once became conspicuous in its pages as a hard worker, contributing problems, criticisms, and solutions, and helping the cause every way.

Finally, on the 5th of January, 1874, (his 27th birth day) the *Maryland Chess Review* made its first appearance. It is not necessary to speak of the above publication, for every American chesser worthy of the name, is a reader of its pages, and it needs no encomium from us. Long may its welcome appearance gladden Caissa's votaries.

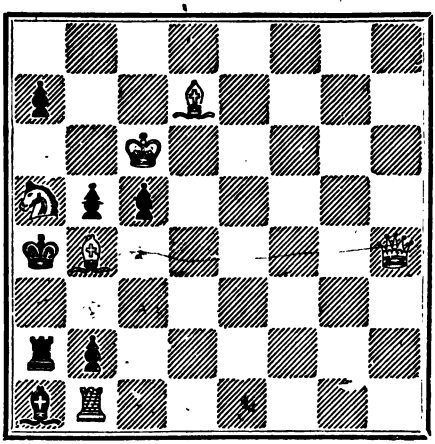
J. K. HANSHEW'S FIRST PROBLEM.



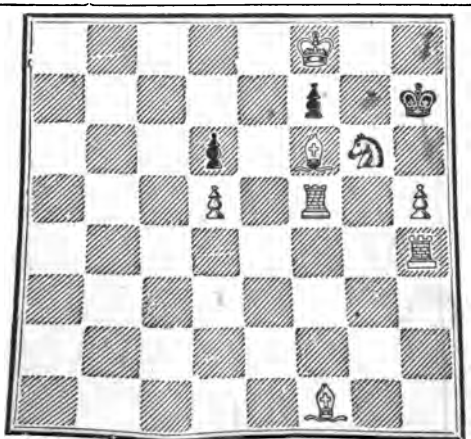
No. 1. White to play and mate in two moves.



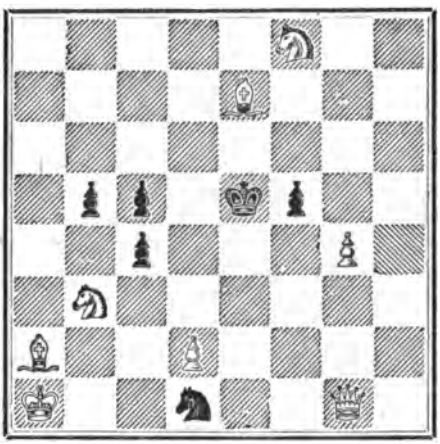
No. 2. White to play and mate in two moves.



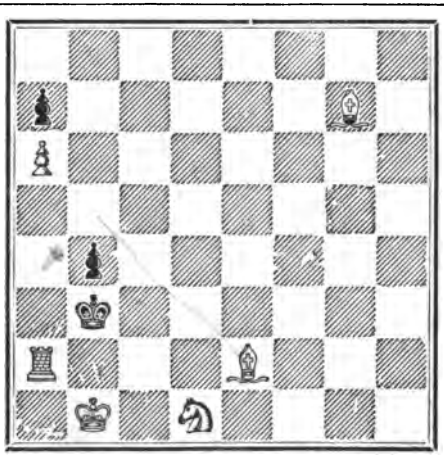
No 3. White to play and mate in two moves.



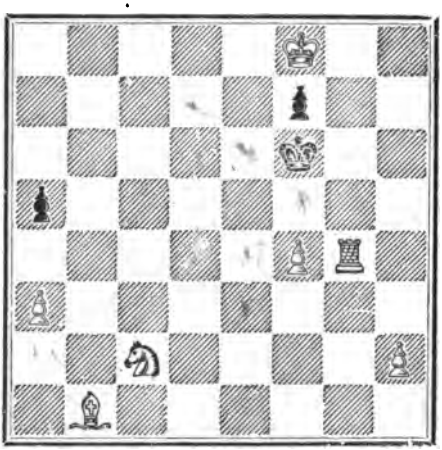
No. 4. White to play and mate in three moves.



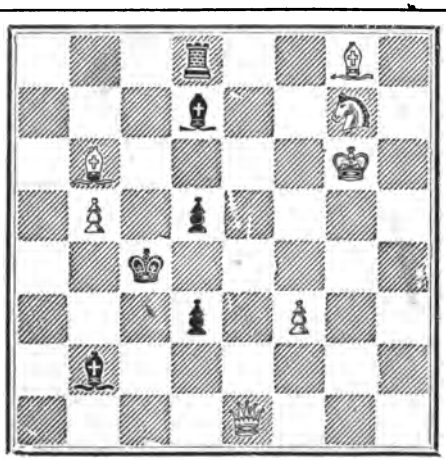
No. 5. White to play and mate in three moves.



No. 6. White to play and mate in four moves.

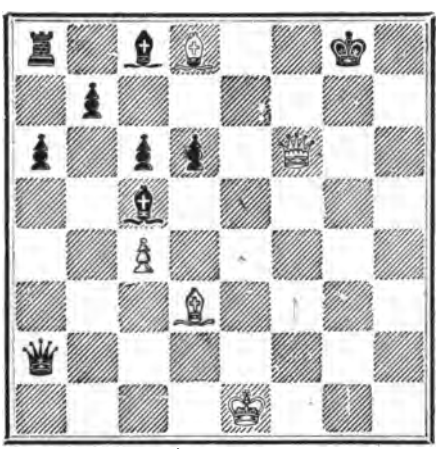


No. 7. White to play and mate in four moves.

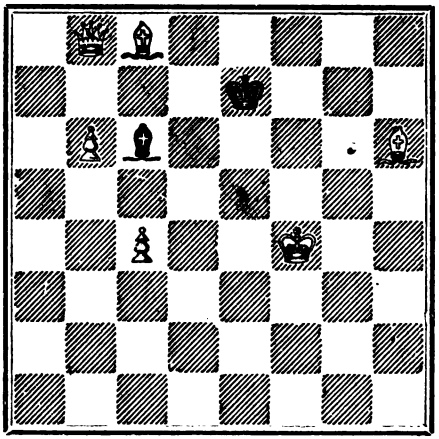


No. 8. White to play and mate in four moves.

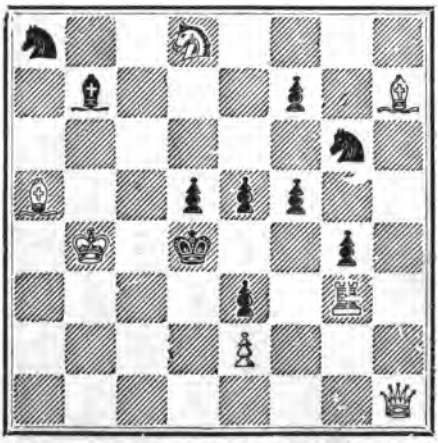
No. 9. White mates in five moves.



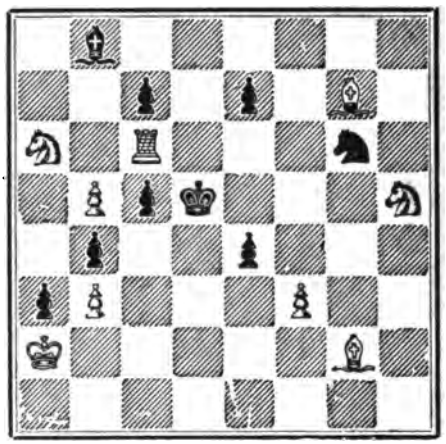
10. White to play and mate in eight moves.



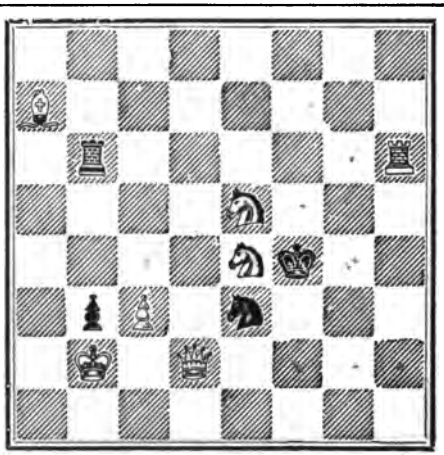
11. White to play and mate in two moves.



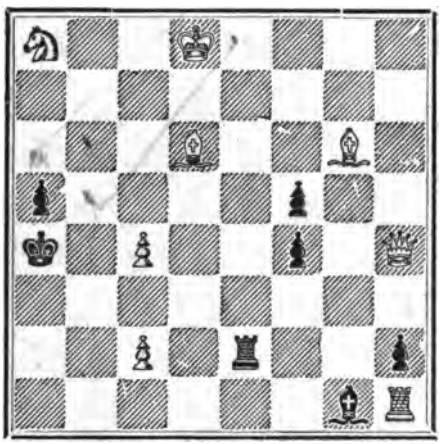
12. White to play and mate in two moves.



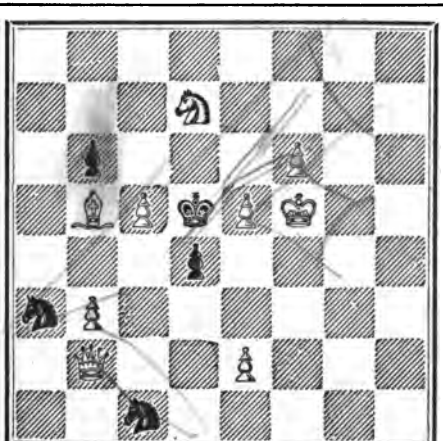
13. White to play and mate in two moves.



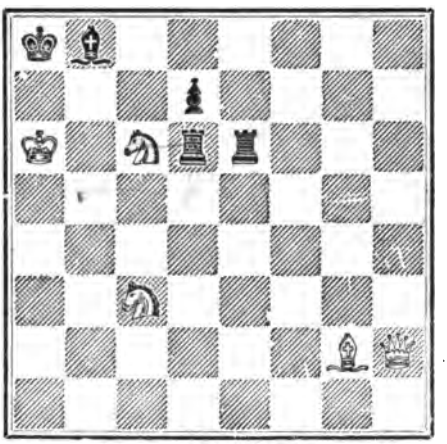
14. White to play and mate in two moves.



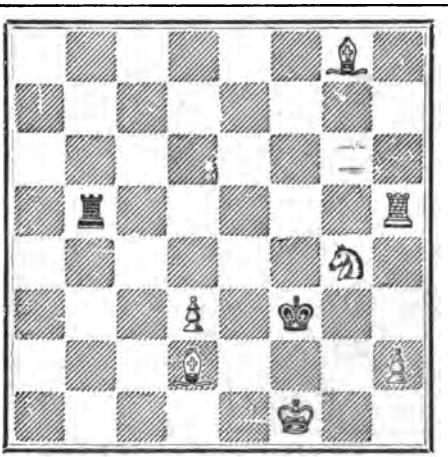
15. White to play and mate in two moves.



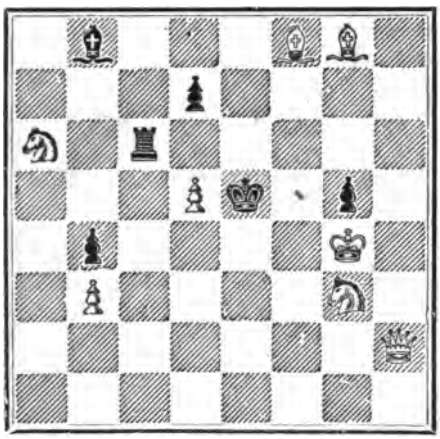
16. White to play and mate in two moves.



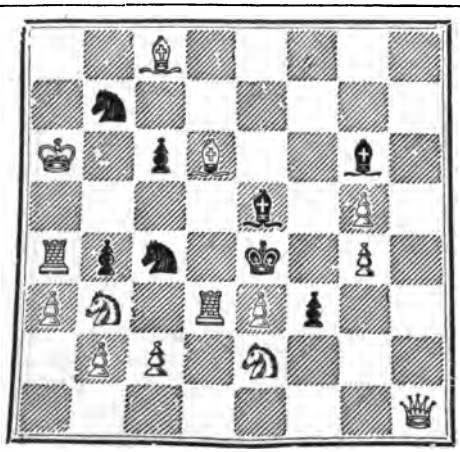
17. White to play and mate in two moves.



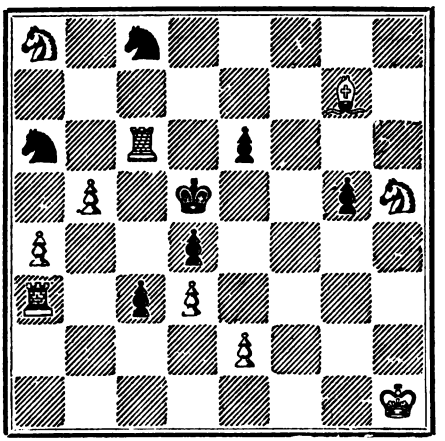
18. White to play and mate in two moves.



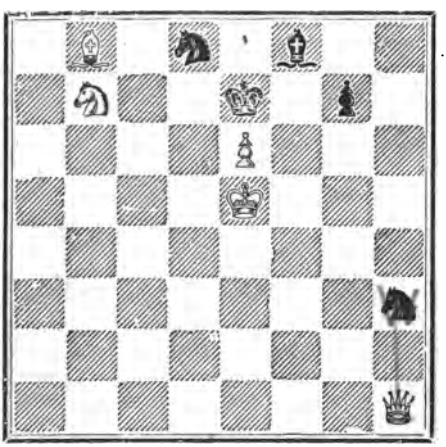
19. White to play and mate in two moves.



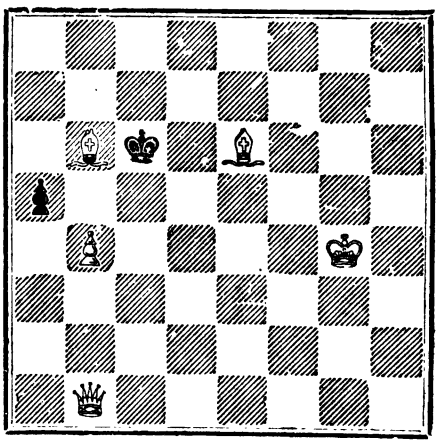
20. White to play and mate in two moves.



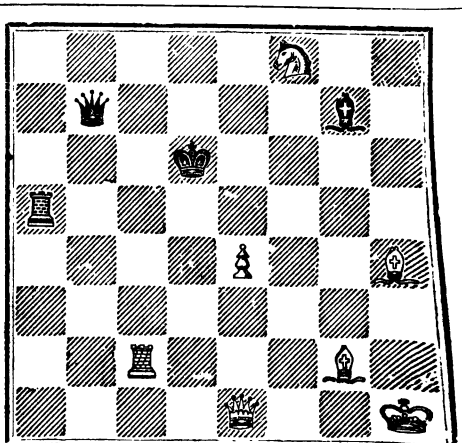
21. White to play and mate in two moves.



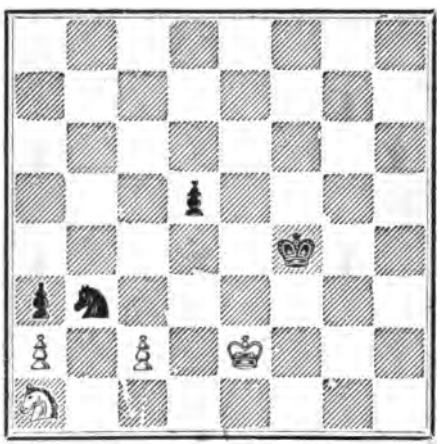
22. White to play and mate in three moves.



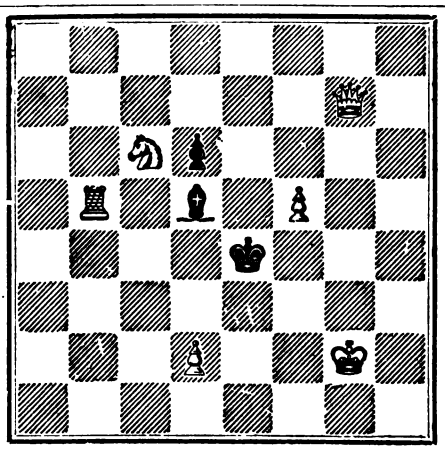
27. White to play and mate in three moves.



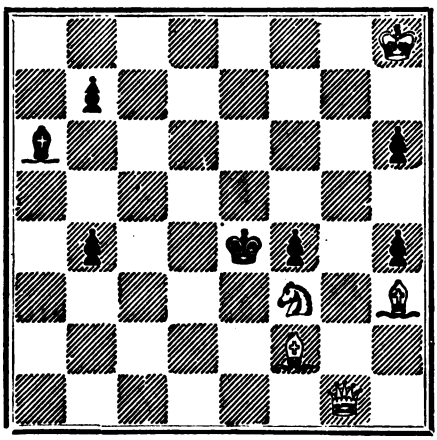
28. White to play and mate in three moves.



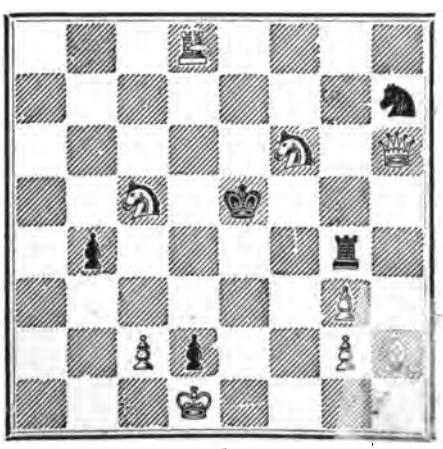
29. White to play so that Black can mate in three moves.



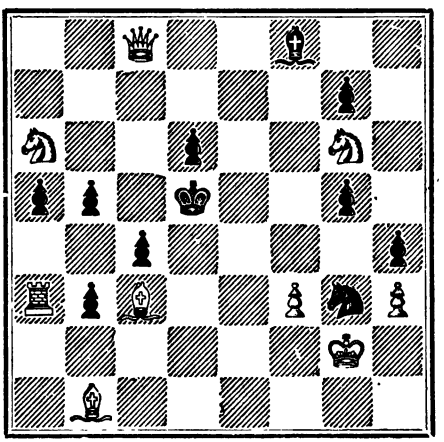
30. White to play and mate in three moves.



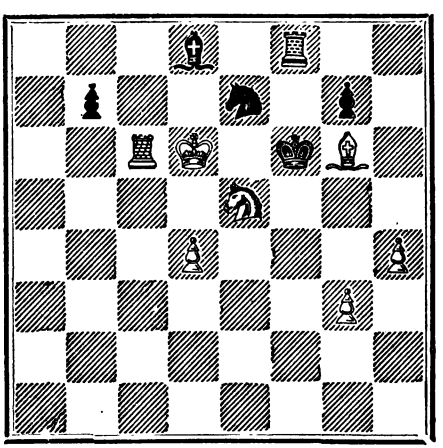
31. White to play and mate in three moves.



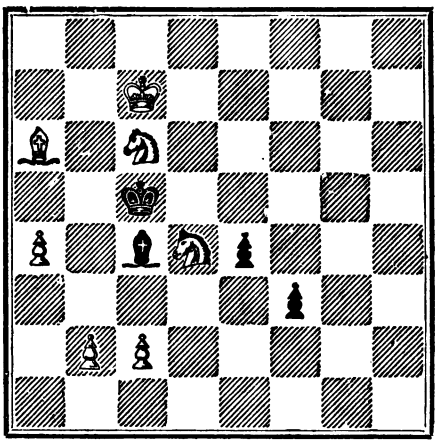
32. White to play and mate in three moves.



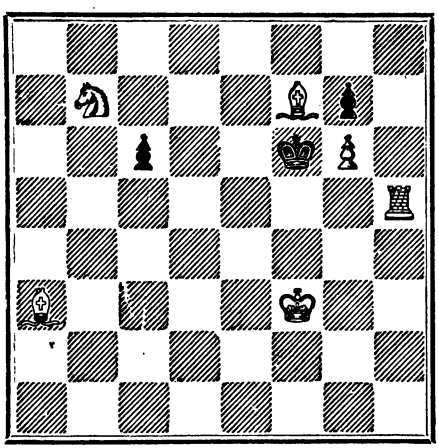
33. White to play and mate in two moves.



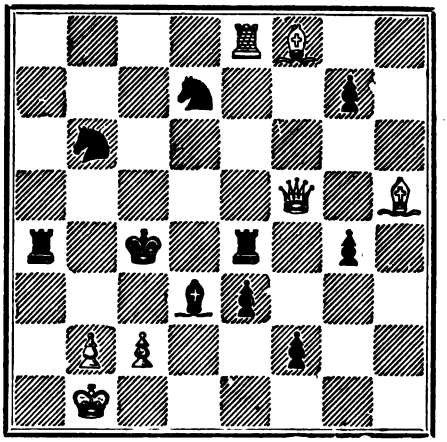
34. White to play and mate in three moves.



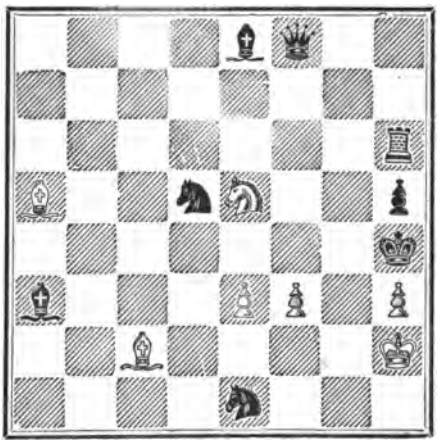
35. White to play and mate in four moves.



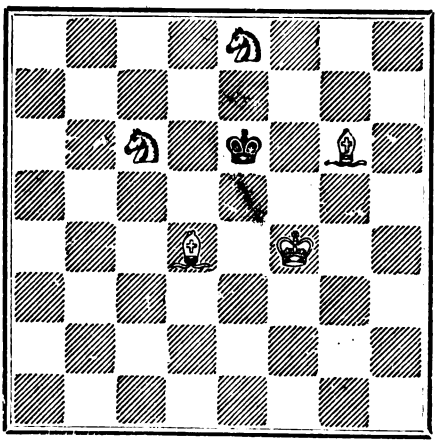
36. White to play and mate in four moves.



37. White to play and mate in four moves.

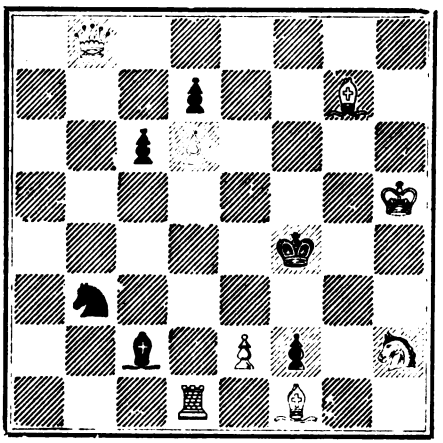


38. White to play and mate in five moves.

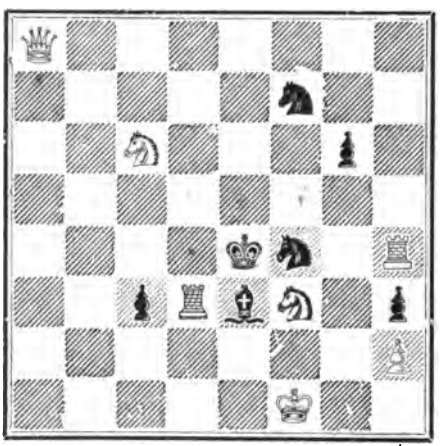


39. White to play and mate on Q 6 in five moves.

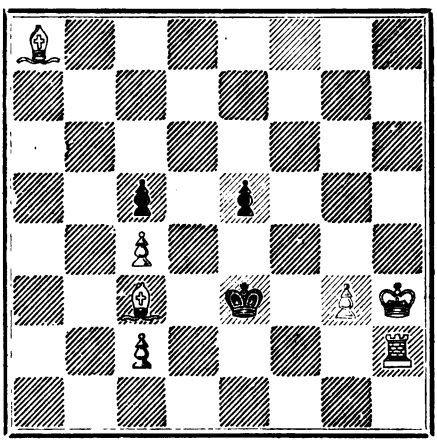
40. White to play and mate in three moves.



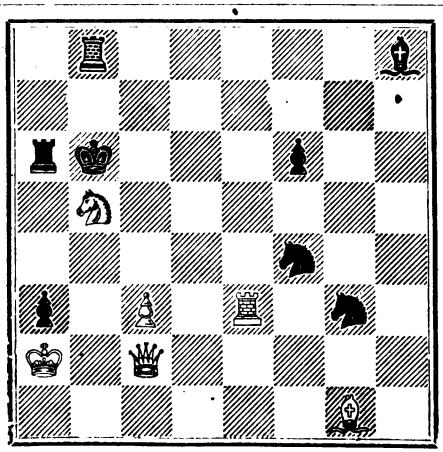
41. White to play and mate in three moves.



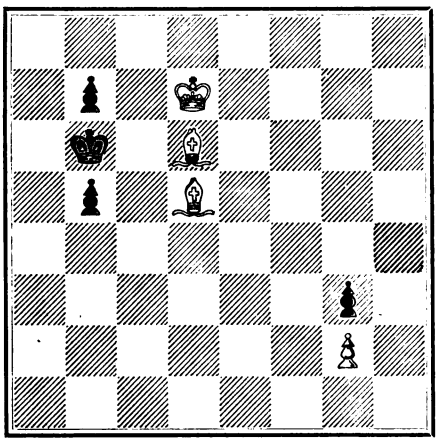
42. White to play and mate in three moves.



43. White to play and mate in four moves.

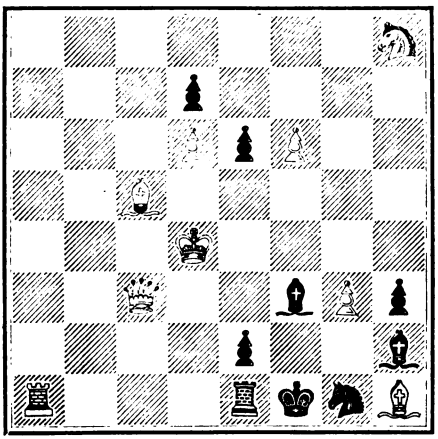


44. White to play and mate in four moves.

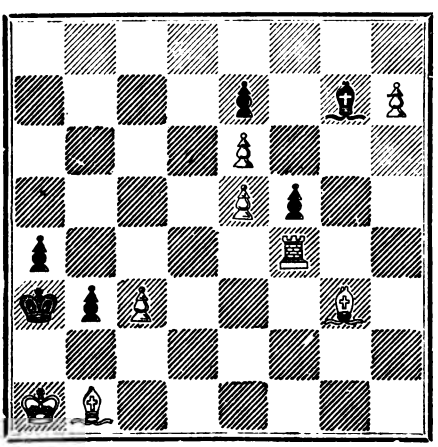


45. White to play and mate in six moves.

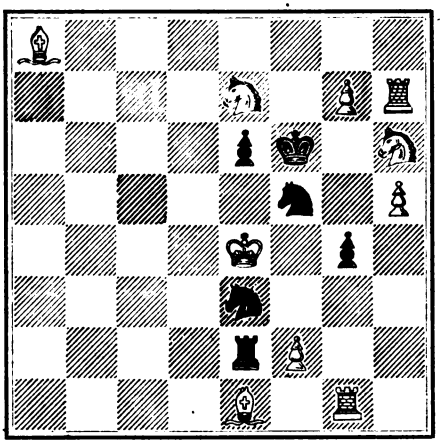
46. White compels sui-mate in two moves.



47. White compels sui-mate in three moves.

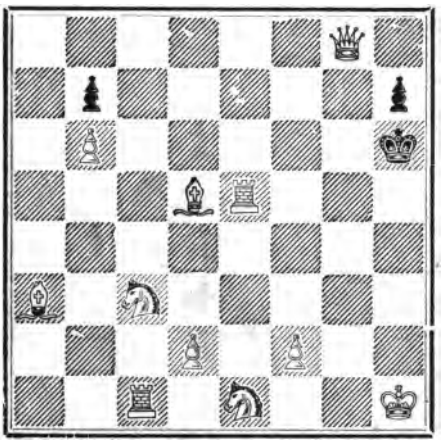


48. White to play and sui-mate in five moves, without moving R P.

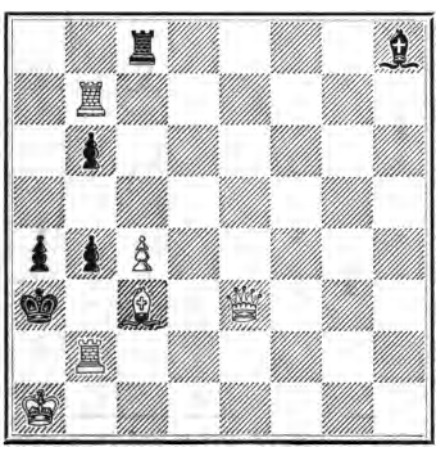


49. White compels sui-mate in five moves.

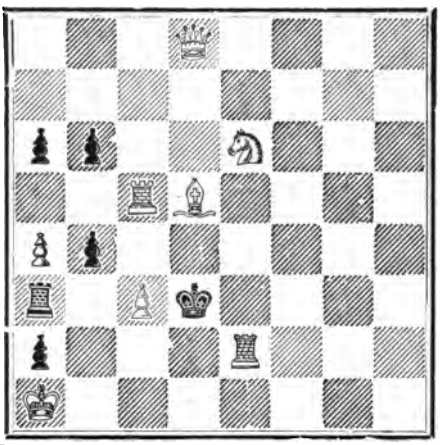
50. White compels sui-mate in six moves.



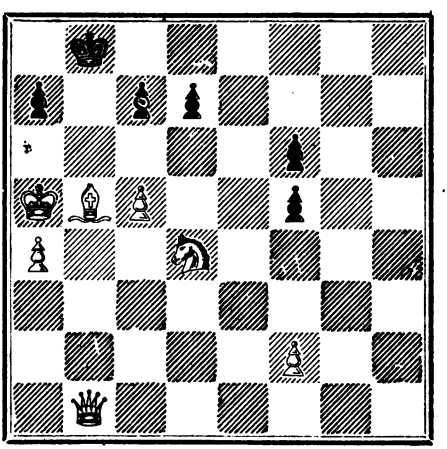
51. White compels sui-mate in fifteen moves, with the Black S P.



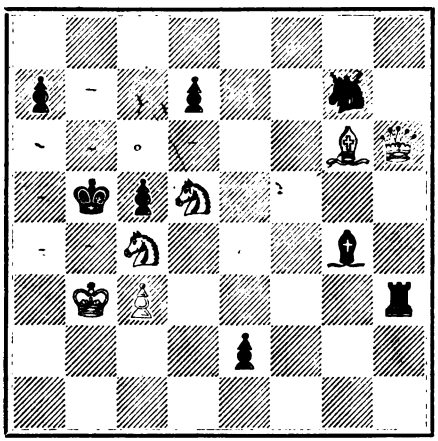
52. White sui-stale mates in five moves.



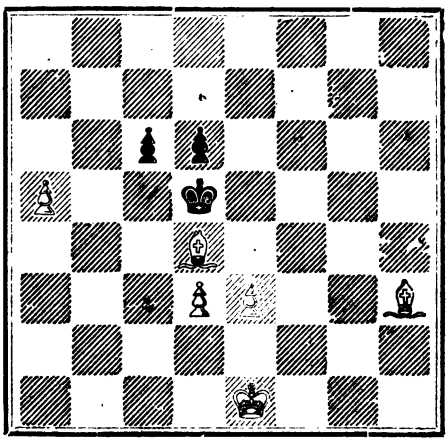
53. White sui-stale mates in nine moves.



54. White sui-stale mates in nine moves.



55. White mates in three moves.



56. White mates in four moves.

SOLUTIONS TO HANSHEW'S PROBLEMS.

No. 1	S QB 5	P moves		2	R mates.
2	R K 2 –	any		2	mates.
3	Q QB 4	any		2	mates.
4	B Q 3	if P×S		2	R K 5 etc.
	———	K——			K S 8 etc.
5	B Q 6+	K B 3		2	P×P
	———	K Q 4			Q×P+
	———	K K 5			B S 1+
6	R B 2	S S 2+	R B 5+		±
	K R 5	K R 4	K—		
	———	S S 2	B B 8		R±
	K R 5	K S 5	K R 5		
7	S Q 4	R S 6+	P R 4		±
	P on	P×R	P on		
8	B×P+	Q K 4+	Q K 7+		B±
	K×B	K Q 3	K×Q		
9	B×S+	B R 4+	P B 4	P×Q	
	K—	K×B	P×P+		
10	Q S 6+	Q R 6+	Q R 8+	Q R 7+	
	K B 1	K K 1	K B 2	K B 1	
	B K 7+	B S 6+	B B 6+	Q±	
	K K 1	K Q 2	K—		

11	Q Q 6+	12	B×S
13	B R 1	14	S S 3
15	Q B 2	16	Q R 1
17	S Q 5	18	B QS 3
19	B Q 6+	20	Q R 8
21	QR×P		

22	S×S	K×S	2	Q R 8
	——	else		Q+

	5 R KB 2		5 P (B) or (S)
	6 R B 1		6 S or B±
51	1 R K 4		9 S KB 3
	2 Q S 7		10 S K 3+
	3 R K 5+		11 R B 6
	4 S B 3+		12 B B 5
	5 S Q 1		13 R K 4
	6 P Q 4		14 Q B 4
	7 Q B 6		15 S S 2 P×S±
	8 S S 1		
52	1 B S 7+		1 P S 6
	2 Q K 7+		2 R—
	3 Q×R+		3 P×Q
	4 R R 2		4 P×R
	5 R S 2		5 B×B stale±
53	1 B B 4++		1 K×P
	2 R B 2		2 K×R
	3 B S 3++		3 K×B
	4 Q Q 5+		4 K×P
	5 R R 5+		5 P×R
	6 S B 5+		6 K—
	7 S R 4+		7 K×S
	8 Q B 6+		8 K—
	9 Q B 2+		9 K×Q stale ±
54	1 B R 6+		6 B R 8
	2 B S 7+		7 Q S 1+
	3 S+		8 P R 5
	4 K R 6		9 Q S 8+
	5 Q KB 5		K×Q Stale ±
55	1 B K 4	S K 3	2 Q×S
	———	S K 1	Q QR 6+
56	1 B Q 7	2 B B 3	3 P K 4+ 4 ±

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